MP

```
MM        MM   PPPPPPP
MM        MM   PPPPPPPP
MMMM    MMMM   PP      PP
MMMM    MMMM   PP      PP
MM  MM  MM MM  PP      PP
MM  MM  MM MM  PP      PP
MM        MM   PPPPPPPP
MM        MM   PPPPPPP
MM        MM   PP
MM        MM   PP
MM        MM   PP              ....
MM        MM   PP              ....
MM        MM   PP              ....
MM        MM   PP              ....


MM        MM   DDDDDDD    LL
MM        MM   DDDDDDD    LL
MMMM    MMMM   DD    DD   LL
MMMM    MMMM   DD    DD   LL
MM  MM  MM MM  DD    DD   LL
MM  MM  MM MM  DD    DD   LL
MM        MM   DD    DD   LL
MM        MM   DD    DD   LL
MM        MM   DD    DD   LL
MM        MM   DD    DD   LL
MM        MM   DD    DD   LL
MM        MM   DDDDDDD    LLLLLLLLLL
MM        MM   DDDDDDD    LLLLLLLLLL
```

```
;       MP.MDL - Multi-processing block definitions

;       Version 'V04-000'

;***********************************************************************
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;++

; FACILITY: Executive , Multi-processing definition macros

; ABSTRACT:

;       This file contains the MDL source for all multi-processing
;       block structure definitions.

; ENVIRONMENT:

;       n/a

;--


; AUTHOR:  Kathleen D. Morse, CREATION DATE:  26-Feb-1981

; MODIFIED BY:

;       V03-003 KDM0018         Kathleen D. Morse       13-Oct-1982
;               Added secondary request flag to check an event flag
;               wait condition.

;       V03-002 KDM0012         Kathleen D. Morse       20-Sep-1982
;               Add second error log buffer flag.

;**
```

```
;+
; MPS$GL_BUGCHECK bit definitions
;
; This longword contains indicators for handling bugcheck.
;-

        $STRUCT BUG
        V<                      ; Bits in MPS$GL_BUGCHECK
                BUGCHK,,,M      ; Set by primary to request a bugcheck
                ACK1,,,M        ; Set by secondary when acknowleging a bugcheck
        >
        E
```

```
;+
; MPS$GL_INTERLOCK bit definitions
;
; This longword is accessed by interlocked instructions to flush the cache
; so that non-interlocked accesses to other pieces of data get the correct
; values.
;-

        $STRUCT LCK
        V<
                INTERLOCK,,,M           ; Interlock bit
        >
        E
```

```
;+
; MPS$GL_STATE value definitions
;
; This longword contains the state of the secondary processor.
;-

      $STRUCT MPS

      K<,$K_
            IDLESTATE,1                 ;Secondary states
            DROPSTATE,2                 ; Idle
            BUSYSTATE,3                 ; Dropping current process; CURPCB valid
                                        ; Busy; CURPCB valid but LDPCTX not
                                        ;  yet done
            EXECSTATE,4                 ; Executing process; CURPCB valid and
                                        ;  LDPCTX done
            INITSTATE,5                 ; Initialization uncomplete
            STOPSTATE,6                 ; Processor stopped

      >

      V<M                               ;Secondary request flags
            SECBUGCHK                   ; Bugcheck requested by secondary
            SECERRLOG  .                ; Error log requested by secondary
            SECWAITCK                   ; Event flag wait check requested by sec
      >

      V<M                               ;Bits in MPS$GL_STOPFLAG (for STOP/CPU)
            STOPREQ                     ; Primary request flag
            STOPACK1                    ; Secondary acknowlegement flag
      >

      V<M                               ;Error log buffer flags
            ERLBUF1                     ; Buffer 1 busy
            ERLBUF2                     ; Buffer 2 busy
      >
      K<,$K_                            ;Error log buffer information
            ERLBUFSIZ,512               ; Size of error log buffer in bytes
      >
      E
```

```
;+
; MPS$GL_STATE bit definitions
;
; This longword records the state of the secondary processor.
;-

        $STRUCT STA
        V<
                INIT...M                ; Initialization
                IDLE...M                ; Idle
                DROP...M                ; Dropping current process
                BUSY...M                ; Busy executing a process
                STOP...M                ; Stopped

          >
          E
```

VMOUNT
LIS

MPCLRPFM
LIS

MPAST
LIS

MP

MP
MAP

MP
MDL

TRNLOG
LIS

MPCMOD
LIS

MPMACROS
MAR